

OFFICIAL PROGRAM

MARCH
22-24



2019

FRISCO, TEXAS

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PINBALL RAFFLE!

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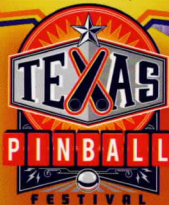


**YOU COULD WIN A BRAND NEW
MUNSTERS PRO MODEL PINBALL
IN THE 2019 TPF RAFFLE!!**

This beautiful machine will be autographed by TPF2019 special guests Butch Patrick who played Eddie Munster and Pat Priest who played Marilyn Munster, as well as the machine's design team: John Borg, Dwight Sullivan, artist Christopher Franchi and Jerry Thompson of Stern Pinball.

YOU COULD ALSO WIN:
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**\$5 PER TICKET
OR GET 5 TICKETS
FOR \$20**



**TICKETS AVAILABLE
FOR PURCHASE AT THE
REGISTRATION TABLE!**

Door prize winners WILL still be eligible for the final drawing of the pinball machine on Sunday!

WELCOME
to the



MAR 22
2019 ~ 24

TPF ETIQUETTE 101

Texas is home to the most polite and friendly folks around, and we are thrilled to have you here!

Please do **NOT** kick or hit the machines. The game owners put a lot of blood, sweat, and tears (and money) into the games they bring. Treat them as if they were your own.

Please do **NOT** put drinks or food on the games and kindly wash your hands after you eat that big bowl of Texas nachos. Trash cans are accessible throughout the gameroom and beverage holders are available on many of the games.

We love seeing kids at the show. Often times they have never seen a pinball machine and we encourage parents to teach them. Younger kids should be accompanied by an adult at all times.

Share that great game. If you notice someone waiting to play the game you are playing, allow them to play when your game is over. Better yet, challenge them to a multiplayer game! It's more fun to compete!

Please make sure to wear your TPF wristband on your wrist at all times. It's the only way we know what your security clearance is (we wanted to do retina scanning, but it was too expensive). If you have a problem with your wristband, go to the registration table for assistance.

And finally, keep in mind the folks that put TPF on are hobbyists (like many of you) and volunteers. This is not our primary business. Please be patient. We are working hard to make it a great show for everyone!



SCHEDULE

Event times and seminars are subject to change.

FRIDAY, MARCH 22

8:00 AM Pre-Registration Booth Opens

If you pre-registered for the show, you can pick your packet up early. That means no waiting in line when the gameroom opens to the public!

9:00 AM Tournament Area Opens Location: Tournament Area

5:00 PM 2019 TEXAS PINBALL FESTIVAL OPENS

6:00 PM "So You Think You Know Pinball" Trivia with Jonathan Joosten of Pinball Magazine and Martin Ayub of Pinball News Location: Embassy Suites Cypress Lounge

7:00 PM Jersey Jack Pinball Panel Location: Seminar Room

8:00 PM Coin-Op Carnival: A New Fully-Illustrated Publication about EM Pinball, Arcades, and the People Involved Location: Seminar Room

9:00 PM Steve Ritchie Holds Court Location: Seminar Room

10:00 PM The Big Smoke Join Ed and Barry outside for a good cigar and an adult beverage or two! Location: Embassy Suites Cypress Lounge Outdoor Patio

1:00 AM Open Qualifying Ends / Gameroom Closes

SATURDAY, MARCH 23

We have a full day of fantastic seminars featuring great pinball personalities. Remember, the main floor stays open during all seminars!

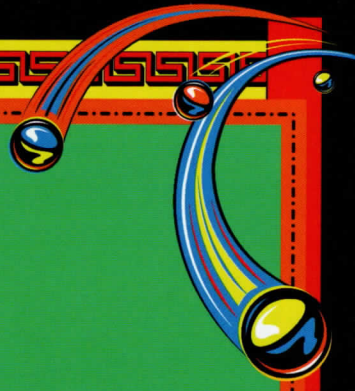
8:00 AM Swap Meet hosted by the DFW Pinball & Arcade Club Looking for a project? Trying to get rid of one? This is the place to be. Bring some coffee and some or all of your projects out early Saturday morning. Location: Northeast Convention Center Parking Lot



SCHEDULE

- 9:00 AM** Early Access to Gameroom for Exhibitors & Vendors
Tournament Play Resumes
- 9:00 AM** Classics Side Tournament Finals
- 10:00 AM** **GAMEROOM OPENS**
- 1:00 PM** Haggis Pinball: Haggis Served Raw
Location: Seminar Room
- 2:00 PM** Multimorphic: The P3 and Why Pinball Needs Innovation
Location: Seminar Room
- 2:00 PM** Qualifying Ends for Kids Bump N' Win and Parent / Child Tournaments
- 2:30 PM** Kids Bump N' Win Tournament Playoffs
- 3:00 PM** Making the Munsters w/ John Borg, Christopher Franchi,
Dwight Sullivan and Jerry Thompson
Location: Seminar Room
- 3:30 PM** Parent / Child Tournament Playoffs
- 4:00 PM** The Three Rings of Circus Maximus
Location: Seminar Room
- 4:00 PM** Texas Wizards Tournament Qualifying Ends
- 5:00 PM** Save the Ales! – A Peek Into What's Been Brewing at American Pinball
Location: Seminar Room
- 5:00 PM** Texas Wizards Tournament Playoffs (A / B / Novice Divisions)
Location: Tournament Area
- 6:00 PM** Live Pinball Tutorial on Spooky Pinball's Alice Cooper's Nightmare Castle
with Former World Pinball Champion Bowen Kerins
Location: Seminar Room
- 6:30 PM** Texas Wizards Tournament Playoffs (Women's Division)
Location: Tournament Area
- 7:00 PM** Autograph Session w/ Industry Celebrities & Special Guests
Location: Foyer Outside of Seminar Room





8:00 PM 2018 TWIPY Awards
Location: Seminar Room

12:00 AM Gameroom Closes
Location: Tournament Area

SUNDAY, MARCH 24

8:00 AM Early Access to the Gameroom for Exhibitors and Vendors

9:00 AM **GAMEROOM OPENS**

9:00 AM Texas Takedown Women's Tournament Qualifying
Location: Tournament Area

12:00 PM Texas Takedown Women's Tournament Finals
Location: Tournament Area

2:30 PM Best In Show Awards / Charity Raffle
Location: Gameroom Stage

Join us at the conclusion of the 2019 Texas Pinball Festival as we award Best In Show ribbons and prizes and raffle off a brand new Stern The Munsters pinball machine valued at \$5,999. At the conclusion of the show, one lucky winner at the Texas Pinball Festival will walk away with an incredible game!

Tickets for the raffle will be available at the registration desk.

2019 TEXAS PINBALL FESTIVAL CLOSES
SEE YOU IN 2020!

MARCH 27 - 29
2020

DISCLAIMER:

Guests subject to cancellation or schedule change, due to professional commitments.
Seminars have limited seating capacities and are offered on a first come, first served basis

TOURNAMENT SCHEDULE

TEXAS WIZARDS TOURNAMENT

The Texas Wizards Tournament is one of the largest tournaments in the world, boasting over \$10,000 in cash and prizes. Some of the best players in the world will be competing!

QUALIFYING TIMES	Friday, March 22nd:	9:00 am - 1:00 am
	Saturday, March 23rd:	9:00 am - 4:00 pm
FINALS	Saturday, March 23rd	
	A / B / Novice Divisions:	5:00 pm (Check In at 4:30)
	Women's Division:	6:30 pm (Check In at 4:30)

TEXAS TAKEDOWN WOMEN'S TOURNAMENT

Open to ALL TPF2019 Attendees!

QUALIFYING TIMES	Friday, March 22nd:	9:00 am - 12:00 pm
FINALS	Saturday, March 23rd	12:00 pm (Check In at 8:30 am)

CLASSICS SIDE TOURNAMENT

Open to ALL TPF2019 Attendees!

QUALIFYING TIMES	Friday, March 22nd:	9:00 am - 1:00 am
FINALS	Saturday, March 23rd	9:00 am (Check In at 8:45 am)

KIDS & PARENT / CHILD TOURNAMENTS

Open to ALL TPF2019 Attendees!

QUALIFYING TIMES	Friday, March 22nd:	9:00 am - 1:00 am
	Saturday, March 23rd:	9:00 am - 4:00 pm

KIDS BUMP 'N' WIN TOURNAMENT

FINALS	Saturday, March 23rd:	2:30 pm (Check In at 2:15 pm)
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PARENT / CHILD TOURNAMENT

FINALS	Saturday, March 23rd:	3:30 pm (Check In at 3:15 pm)
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See website for complete rules and additional information. Prizes are subject to change or substitution until the start of the tournament



DFW Pinball & Arcade Club



SWAP MEET



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BRING YOUR:

- Pinball Machines
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- Arcade Games
- Parts
- Neon Signs
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March 23 • 8am - Noon

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Northeast Corner Parking Lot (by the parking garage)

Embassy Suites Frisco | 7600 John Q. Hammons Dr., Frisco, TX



FREE COFFEE & DONUTS!!



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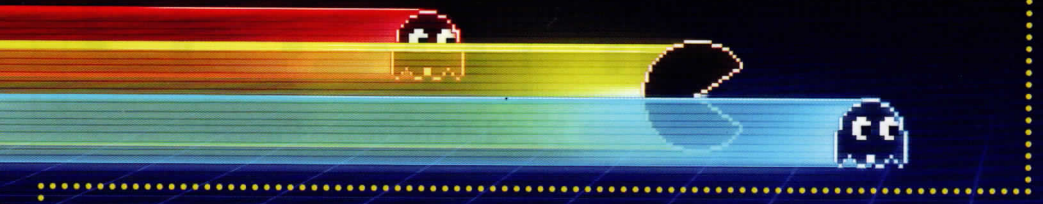
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Is Pinball's Future in the Past?

Martin Ayub, Editor of Pinball News

These are exciting times for pinball.

The number of pinball makers far exceeds our wildest dreams from back in 2000 when only Stern Pinball remained. Modern bars and arcades are springing up all over the world allowing younger players to discover the huge fun and excitement of the game for the first time. These millennials are streaming their gameplay online, tweeting their high scores to their friends and followers, and seeing the very real possibility of buying their own games to play at home.

Pinball has a real future, so obviously, pinball manufacturers are falling over themselves to capitalize on fresh, modern and relevant themes designed to appeal to this new generation of players and buyers, right?

Well.... actually, no!

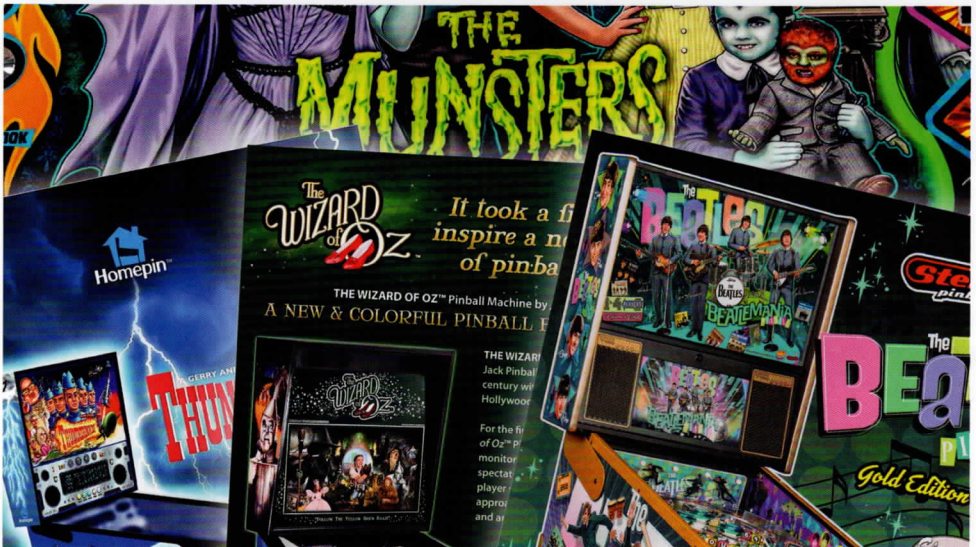
At the time of writing, the theme of the biggest pinball maker's current title is based on a 53-year-old black-and-white TV series, while their previous release was themed on a band which dissolved 49 years ago.

Well then, if not them, what about the other manufacturers?

One began their business with a (now) 80-year-old movie as their launch game, and is widely expected to announce their next game as being based on a 48-year-old flick. Meanwhile a start-up pinball maker in Texas is believed to be working on a 33-year-old movie-themed game, another based in China launched with a mid-'60s puppet show title, while two European pinball companies which ran into severe (and possibly terminal) financial problems were building games based on 40-year old and 21-year-old movies.

It's not all old movies though. In Wisconsin the latest release from there is a band which peaked 46 years ago, while one of the failed European makers was about to announce their next title featuring a group from the exact same '70s era.

Why is pinball so fixated on the past when looking for themes for the future?



which tied a game to a theme or licence. You knew Bally's Kiss, Evel Knievel and Dolly Parton were based on the band, stunt bike rider and singer almost entirely from the backglass and playfield artwork. You might press the start button and get a few notes from a Kiss or Dolly song, but that was just the icing on a licence-rich cake.

Sound quality improved – even if some operators would turn it down or off – and it wasn't too long before recognisable and relevant speech and music clips were being synced-up with gameplay as the licence became more integrated.

Then DMDs arrived and a little monochromatic movie magic could be added, initially mostly with still images but later with simplistic video clips.

Increased memory and faster processors meant slightly more shades and higher frame-rates could be achieved, but it was the introduction of the video monitor in pinball which brought with it a constant need to show 'something' on the display. Simply displaying the score wouldn't cut it any longer, nor would static images. Today, we now expect and demand continuous high-quality animation throughout our gameplay, even if players end up missing most of it.

Most licences give access to a range of graphical assets - logo designs, static and animated clips or renderings of popular characters, villains and weapons - along with a world where these all exist. Developers also get storylines, scripts and dialogue with smart one-liners, plus a lengthy style guide showing what you can and can't do with these assets.

Not that getting a licence means it's all plain sailing.

These days pretty much any given theme is made up from numerous sub-licences. You might buy the rights to make a movie-themed pinball, but if you want to use any of the movie's music, that might be a different licence. If the movie's soundtrack contains songs by different artists, those probably all require licensing separately. Want the lead actors' likenesses in the artwork? That's more licences - maybe one for each actor. It's the same with their voices. Meanwhile you are going to need some custom speech for pinball-related call-outs such as "Jackpot", "Extra Ball", "Shoot Again" and so on. If you're lucky you might be able to pay one of the movie's actors to record these for you, otherwise you either use an authorised sound-alike or go with a more generic, non-themed voice and accept the opprobrium of players and critics alike.

Then you have the seemingly never-ending approval process; referring everything you make back to the licensor and the performers to make sure you are on-message and presenting their brand in a positive light.

Despite these struggles, pinball manufacturers have largely found it preferable to use a licenced theme for their games rather than developing with one from scratch and then having to explain the whole concept and get emotional buy-in in just three minutes of gameplay.

So, where can we look for the next generation of pinball licences? What about contemporary movies? As we have seen, pinball often looks to popular movies for inspiration. Might they bring some of those fresh, contemporary subjects we spoke about at the start of this article?

Of the top movies of 2018, four were Disney-owned Marvel X-Men franchises, the fifth was a different Disney cartoon, another was a DC Comics theme. Then there was the latest in the Jurassic Park series, another Mission: Impossible, with the Queen-based Bohemian Rhapsody movie wrapping up the selection.

Notice anything there? Yes, Hollywood has just the same obsession as pinball with rebooting older characters, shows and themes. The X-Men characters were originated in comic book form decades ago, Mission:Impossible was from the '60s, Queen from the '70s. Even Jurassic Park began some 26 years ago.

There are two key alliterative factors here – proven popularity and available assets.

Building any new pinball is a big gamble. It takes typically a million dollars or more to create a new title, from coming up with the playfield and mechanical design, to the creation of the artwork, music speech and sound effects, to the development of the rules, the display and lighting effects, the design and manufacture of any custom toys and moulds, paying for the licence – or increasingly, multiple licences – needed for various actors' likenesses, voices and songs, recruiting, scripting and recording the voice talent, and then actually building, marketing and selling the finished product.

Get it wrong, and you have a flop with six zeros on the end and only tumbleweed rolling down the production line.

While most manufacturers can rely on their design and production teams to create a solid product, the continued popularity of any theme can be a volatile factor. The next sure-fire hit movie can tank at the box office, while the king or queen of the download charts can be caught up in a damaging scandal or badly mis-judge their audience's sensitivities.

No matter how great your game design is, wrap a toxic theme around it and you're looking at a stock room full of boat anchors.

With so much at stake, it makes sense to stick with a theme which has proven itself to be popular in many countries after many years, and which remains resilient to short-term knocks. That means taking risks by trying to predict the next breakthrough act or drinking the Kool-Aid of pre-launch marketing hype.

But it didn't used to be that way.

Pinball back in the days of woodrails and wedgeheads was far more responsive to popular culture, capturing the public mood and allowing both manufacturers and operators to cash in before the fickle mood of the players moved on to the next fad.

Space flight, shopping, TV series, celebrities, Broadway shows, royalty, sports teams and even world wars were all fair game, and this was before licensing became a major part of pinball development. You could allude to a famous star, band or TV show without actually using their exact name.

The key point here though was the speed with which a contemporary-themed pinball machine could be brought to market and have it appear on the street. With the subject only loosely - if at all - influencing the design of the game, once a theme was chosen it could be just a matter of weeks before the backglass and playfield art were completed, installed on a selected game design and the finished product was shipping from the factory.

Identifying suitable popular subjects would have been easier in those days too. With limited entertainment outlets and finite, controlled access to them, a hot theme was easily spotted.

Today we have such ready online access we can consume our media from a huge range of sources covering a massively diverse mix of genres on countless different devices. Spotting one which gels with the global pinball playing and buying audience is a much tougher job.

If proven popularity is a difficult call to make, the need for available assets almost guarantees no new-kids-on-the-block (as opposed to New Kids on the Block) are going to be appearing on a pinball near you soon.

As the electronics within pinball games have become more sophisticated, so their voracious appetite for consuming digital assets has grown.

Before dot-matrix displays were widespread, it was a combination of artwork and sound samples

These movies are made because they still resonate with a section of the public and create excitement even before their opening weekend. The original outings for the characters or concepts were successful and, as the saying goes, nothing succeeds like success.

The same holds true for pinball, with the most obvious example being the 'remake' series of classic Williams/Bally games from Chicago Gaming.

But are we running out of those 'classic' licences? Have all the 'good' bands been done, all the 'great' movie series covered? Are we way beyond the A-list titles, and deep into the B- or C-lists?

From some recent releases it's certainly starting to feel like it.

To try to squeeze more life out of a licence pinball has developed a recent tendency to create indirect remakes - new games with the same theme as an existing pinball.

Stern made Indiana Jones when Williams had already employed that title. Jersey Jack Pinball brought out a Pirates of the Caribbean pinball when Stern had released one twelve years earlier, and are rumoured to be reimagining Data East's Guns N' Roses pinball for release later this year. That's not even counting the numerous Star Wars, Star Trek, Batman and Spider-Man variants, with the potential for more to come.

The movie tie-in has led to a downward spiralling where the incestuous gene pool of suitable licences gets smaller and smaller.

Pinball needs to break out of this spiral and start looking elsewhere for themes which appeal to a younger audience.

The film industry is no longer where the money is. Movies are dwarfed in terms of revenue by video games. In fact, video games now make more money than the whole movie and music industries combined.

So, will we be seeing Fortnite, Call of Duty, Assassin's Creed, Minecraft or Resident Evil pinballs any time soon? Why not?

They all provide ready-made and proven-popular worlds, characters and storylines, and boast tons of developers producing video and audio assets ideal for use in a pinball. With CGI characters you need never worry about your star doing something embarrassing or awkward like being arrested or dying unexpectedly, and you can get them to voice any number of pinball-related call outs.

Video games also bring an existing worldwide hardcore fan-base skewed strongly towards younger players - just the type of free-spenders pinball needs to appeal to in bar/arcades and similar street locations. Video games are globally popular and could help pinball break into geographic markets it has yet to penetrate.

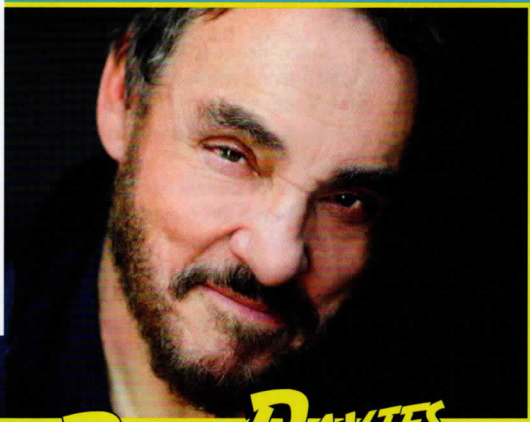
Just as important, with movie licensing becoming more long-winded, complicated and expensive process, working closely with game studios could bring a much shorter development cycle, allowing new pinball to be released while the theme is still relevant, not some fifty years later.

If pinball is indeed to have a bright future, maybe it should stop looking for inspiration in the dim-and-distant past.

You can read more about the most recent games releases, along with industry news, location reviews, upcoming events and a full report from this and previous Texas Pinball Festivals at Pinball News.

www.pinballnews.com

SPECIAL GUESTS



JOHN RHYSDAVIES

INDIANA JONES
LORD OF THE RINGS

John Rhys-Davies is a Welsh actor most widely known for his portrayal of Gimli in *The Lord of the Rings* trilogy, the charismatic Sallah in *Raiders of the Lost Ark* and *Indiana Jones and the Last Crusade* and many other film and television roles. Additionally, he has an impressive list of voice acting credits.

John did custom voice work for the Williams "Indiana Jones: The Pinball Adventure" and Stern's "The Lord of the Rings". His likeness appears on these machines and also on Stern's "Indiana Jones".

Did you know that John Rhys-Davies was also the voice of Treebeard the Ent in *The Lord of the Rings* trilogy?



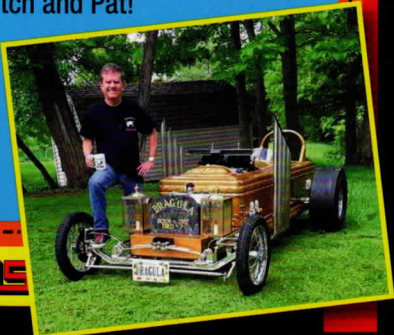


**BUTCH
PATRICK**

**PAT
PRIEST**

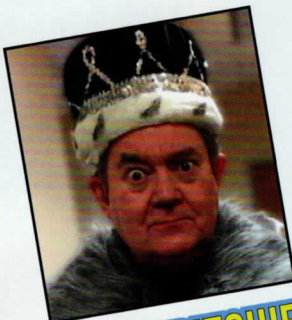
Butch Patrick and Pat Priest appeared on the 1960's classic TV show "The Munsters" that has since gone to to achieve cult status among fans and is one of the most beloved shows in TV history. It has recently been immortalized in pinball form with Stern Pinball's brand new Munsters pinball machine, being featured at this year's Texas Pinball Festival!

The Texas Pinball Festival is also incredibly thrilled to host Butch Patrick's very own "Munster Koach" and "Dragula" tribute cars as seen on the TV show! Be sure to check them out and meet Butch and Pat!



SPECIAL GUESTS

K
♣



STEVE RITCHIE

STERN PINBALL

(Firepower, Black Knight, High Speed, Terminator 2, Spider-Man, AC/DC, Star Trek, Game of Thrones, Star Wars)

9
♦



MIKE VINIKOUR

STERN PINBALL

(Kiss, Batman 66, Iron Maiden, Guardians of the Galaxy, The Beatles)

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A
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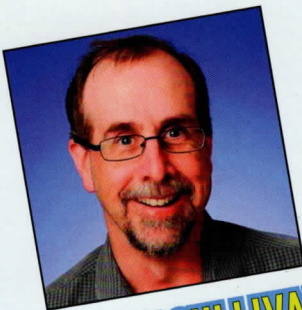
JERRY THOMPSON

STERN PINBALL

(Ghostbusters, Whoa Nellie, Batman '66, Star Wars, Iron Maiden, Deadpool, The Beatles, Primus, The Munsters)

A
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7
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DWIGHT SULLIVAN

STERN PINBALL

(Terminator 2, The Getaway, Star Trek: The Next Generation, Who Dunit?, Ghostbusters, Star Wars, The Munsters)

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J
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K
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R



**CHRISTOPHER
FRANCHI**

STERN PINBALL

(Batman '66, Guardians of the Galaxy,
The Beatles, The Munsters)



JOHN BORG

STERN PINBALL

(Tales From the Crypt, Tron, Iron Man,
X-Men, Metallica, Aerosmith,
Guardians of the Galaxy, The Munsters)

R
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SPECIAL GUESTS

8



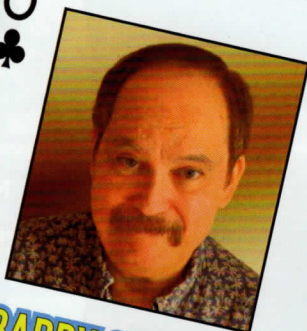
MARK RITCHIE

RAW THRILLS

(Firepower II, Big Guns, Sorcerer, Diner,
Indiana Jones: The Pinball Adventure,
Fish Tales, Taxi, Kingpin)



6



BARRY OURSLER

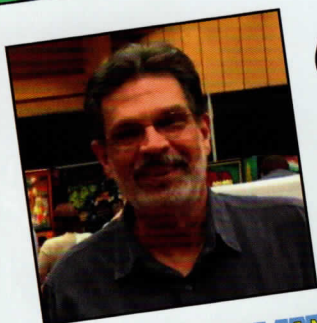
DEEPROOT PINBALL

(Gorgar, PIN-BOT, Hurricane, Doctor Who,
Bram Stoker's Dracula, Junk Yard)



9

10



DENNIS NORDMAN

DEEPROOT PINBALL

(Elvira & the Party Monsters, Dr. Dude,
Party Zone, White Water, Scared Stiff,
Whoa Nellie, All-Star Classic Baseball)



deeproot
pinball





J
♣



JOE BALCER

AMERICAN PINBALL

(Apollo 13, Starship Troopers, The Simpsons Pinball Party, The Wizard of Oz, The Hobbit, Houdini, Oktoberfest)

J
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JOSH KUGLER

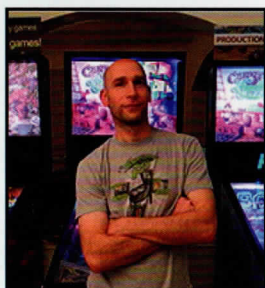
AMERICAN PINBALL

(Houdini, Oktoberfest)



SPECIAL GUESTS

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**GERRY
STOLLENBERG**

MULTIMORPHIC / P3

(Lexi Lightspeed, Cannon Lagoon,
Heads Up, Cosmic Cart Racing)

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multimorphic
Pinball Evolved

4
♣



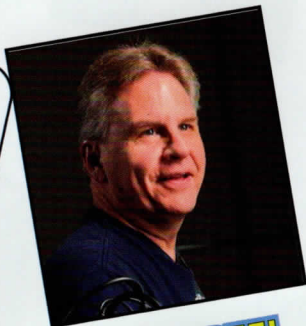
JEAN-PAUL DE WIN

JERSEY JACK PINBALL

(The Wizard of Oz, The Hobbit,
Dialed In, Pirates of the Caribbean)

♣
4

2



BUTCH PEEL

JERSEY JACK PINBALL

(The Wizard of Oz, The Hobbit,
Dialed In, Pirates of the Caribbean)

♦
2



JERSEY JACK PINBALL

3
♣



ERIC MEUNIER

JERSEY JACK PINBALL

(The Wizard of Oz, The Hobbit,
Dialed In, Pirates of the Caribbean)

♣
2

J
♦



JACK GUARNIERI

JERSEY JACK PINBALL

(The Wizard of Oz, The Hobbit,
Dialed In, Pirates of the Caribbean)

♦
J



SPECIAL GUESTS



SPECIAL MENTION

Audio-Visual support provided by Howard and Richard Barnett of Visionality. Additional equipment provided by Legrand, Krammer, Panasonic, QSC, and Shure.





SPOOKY PINBALL

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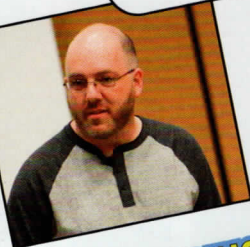


**CHARLIE & KAYTE
EMERY**

SPOOKY PINBALL

(Rob Zombie's Spookshow International,
Total Nuclear Annihilation,
Alice Cooper's Nightmare Castle)

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BOWEN KERINS

SPOOKY PINBALL

World Champion Pinball Player

8
♣



SCOTT DANESI

SPOOKY PINBALL

(Total Nuclear Annihilation)

♣
8



ATTACK from MARS

MONSTER BASH



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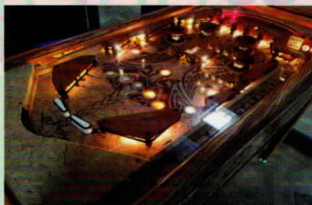
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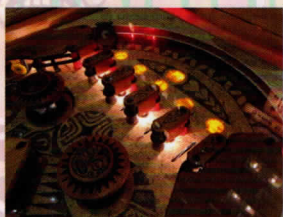
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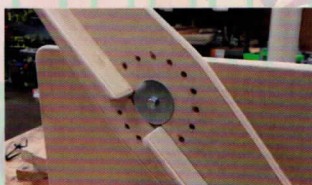


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MAGAZINE



Pinball Magazine No. 5 is a 360-page printed publication that focuses largely on the career of former Gottlieb pinball designer Wayne Neyens. Wayne celebrated his 100th birthday in July 2018, which makes him the oldest still living pinball designer in the world. In the magazine Texas' own Bob Herbison is featured as he has collected and restored many of the games designed by Wayne. Bob is also a former organizer of the Texas Pinball Festival and he still brings several electromechanical games to each edition. Below is part of Bob's article from Pinball Magazine No. 5 in which he comments on Wayne Neyens games and why he finds them so appealing.

Wayne Neyens: Great Games By A Great Guy

Bob Herbison: A brief explanation on my point of view. I have collected for many years. Initially, I focused on wedgeheads. But over the last decade or so I have been dedicated to woodrails. While much of what follows is based on Mr. Neyens output in the 1950s, I strongly feel that it applies equally, for the most part, to his games from the 1960s as well.

Wayne Neyens' games are fun! They have provided me so much joy over the years. I do not tire of them. I have owned many of his games for 30 years or more, and I still find them rewarding to play. They are challenging. His games can be beaten, but not mastered; that is to say a very good player cannot consistently dominate them. They provide multiple ways to win replays, and they frequently offer the possibility of winning many multiples of replays for a single goal being accomplished and/or collected. Mr. Neyens created some of the most inventive and captivating Specials on the face of the earth. I love Specials and typically focus on them when playing, rather than trying to win replays on score. And he packed his games with Specials, very often providing three or more on a single game.

Wayne's games are balanced. What I mean by that is best illustrated by a generic example. Let's say that a game requires you to make the numbers 1 through 6 to light a Special. Wayne was a master of the "come close" appeal, which is a very key part of keeping a machine interesting. But on his games, you do not find that when you come close that it is always

the same element that remains to be accomplished – in our example say the number 4. You see a fairly even spread of the remaining element to be made and I find this to be the hallmark of a good design. Mr. Neyens' games provide rewards for all of your senses. The psychological feedback of a well-played game

... and a crap load of replays! The auditory pleasure of that famous Gottlieb five inch bell for hitting a key target or the nothing-better report of eight replays sounding on the knocker.

For visual payout you can't beat the make-you-smile mechanical animation he added to his games. And the amazing variety of small visual trinkets provided in the backglass or on the playfield. And the topper is probably a combination of creativity and variety. In spite of produc-





Photo credit: Pacific Pinball Museum

ing so many games there is not a sameness to his designs. His pinball machines always seem to provide that famous Gottlieb “touch of originality” that makes encountering one an absolute pleasure.

I would like to discuss some specific examples from a few of my favorite games to support my above claims/opinions. Please note that these are not complete descriptions of these games:

1950 *Joker* – I am not a big fan of reverse flipper games, but this one won me over instantly. The geometry of the lower playfield makes them work and work well. It is a guncher’s delight. This machine is all about scoring Points. There are seven bumpers in the top half of the playfield. When these are all hit you will score some number of Points. How many

Points are awarded depends on how many Jokers you have made. There are four Joker inserts on the playfield that are initially lit. When you hit the rebound next to an insert the Joker is “made,” and a representation of it is illuminated on the backglass. The more Jokers you have made when you clear the bumpers, the more Points are scored. And then, of course, everything resets, and you start again. Accumulated Points are recorded via playfield inserts, and you begin to win replays at certain clip levels. Achieving a certain number of Points also lights one of the center exit rollovers for Special.

1952 *Queen of Hearts* – The ultimate example of multiple ways to win replays: Points, score, top rollovers Special, sequence Special and poker hands. The sequence Special which must be hit in order lights two rollunders for replays; it can be a knock fest. There are five gobble holes labeled 10 through Ace. Balls that go in a gobble hole light the next playfield insert below the hole and these lit inserts build a poker hand. Winning card hands give multiple replays (flush, full house, four of a kind, five of a kind). Awesome! My desert island game.

1954 *Daisy May* – An absolutely amazing game. This machine has a totally unique flipper arrangement. There are four flippers at the bottom of the playfield, but each pair have the non-tip ends butted up against each other. I call this configuration butterfly flippers as they have the appearance of those wings flapping when the flippers are activated. The first time you play this machine the flippers drive you mad. But once you learn how to use them you will love it. They can be very



Photo credit: Randy Peck Collection

effective weapons, both offensively and defensively.

You are trying to earn advances on this game by completing a six number sequence; four bumpers and two rebounds and these reset after they are made. Advances are recorded on four rollover buttons in the center of the playfield above the flippers. You are spotted one lit rollover button at the beginning of the game. When you light all four rollover buttons the center drain rollover is lit for Extra Special, which gives three replays. However, when the ball exits via this center rollover you are awarded an advance AND one of the four rollovers at the top of the playfield is lit for Special. So you have an opportunity on your next plunger shot to win a replay. That Special light will extinguish as soon as the 10,000 unit



Photo credit: Randy Peck Collection

steps so it is really a onetime opportunity. But get this . . . if your 5th ball exits through the center drain, of course, one of the top rollovers is lit for Special. But this Special does not reset when you start a new game! So you have an immediate opportunity to win a replay on the first plunger shot of the next game. Absolutely unheard of! I am not aware of any other game that has this feature.

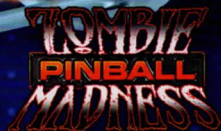
There is a kickout hole on each outside edge of the playfield not quite midway up. When you make all four of the top rollovers one of these holes lights for Special (the lit hole alternates with the 10,000 unit). The game also offers replays on Points. This machine will require you to expand and sharpen your flipper skills.

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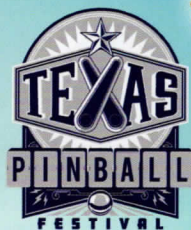
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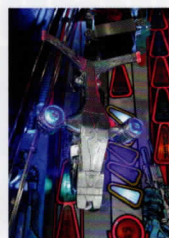
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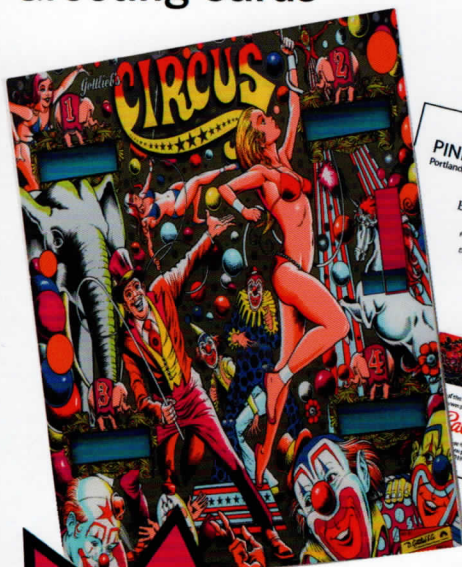


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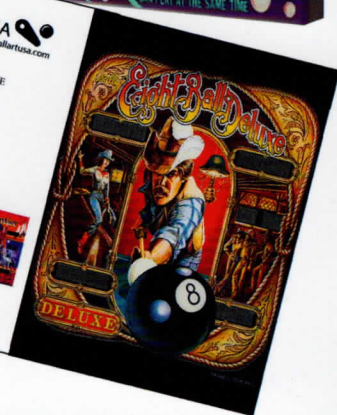
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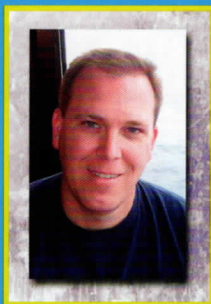


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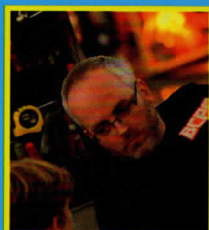
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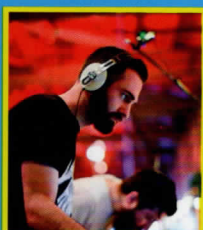
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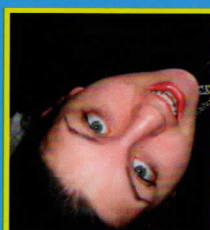
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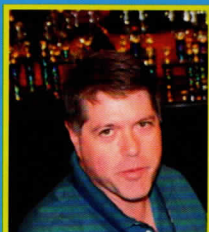
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